



July 16, 2009

TO: All Licensed California Firearms Dealers

RE: DROS Entry System Enhancements and Changes

This bulletin provides important information to all California Licensed Firearms Dealers about new enhancements and changes to the DROS Entry System.

To ensure firearms dealers receive notices of Firearms Eligibility Notices related to firearm purchases, the following enhancements have been made to the DROS Entry System. Effective Tuesday, July 21, 2009 at 0700, firearms dealers will be required to review ALL pending Dealers Record of Sale (DROS) eligibility notices upon logging into the system and before proceeding with a transaction. In addition, while a firearms dealer is logged into the system and conducting transactions, the system will continually check for new eligibility notices. If a new eligibility notice is received, the system will direct the dealer to the notice screen and require the dealer to review the new eligibility notice before proceeding with a new transaction. If there are no notices to review, the dealer can proceed with the new transaction.

As a security precaution, a session time-out feature has been established in the DROS Entry System. A user terminal logged into the system that does not conduct a transaction for a period of 20 minutes will automatically be logged out and redirected to the log-in screen. For the convenience of the user, the time remaining in each session will be displayed at the bottom of the system main screen. When logging back into the system, the dealer will be directed to any pending eligibility notices, as indicated above.

The DROS Entry System website address has also changed. The new address is https://dros.appsolgrp.com. Please note the new link and update your Internet bookmarks accordingly.

Should you have any questions regarding this information, please feel free to contact the Bureau of Firearms information line at (916) 263-4887. Information can also be found on the Office of the Attorney General website at http://ag.ca.gov/firearms.